



# Towards an archaeological Information System: Improving the core data model

The third and fourth dimensions in archaeological data modelling

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# Outlines

- ▶ Research Context
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- ▶ Case study « The catchement basin of the Weser »
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- ▶ Conclusion and future developments



# Research Context

Virtual Leodium

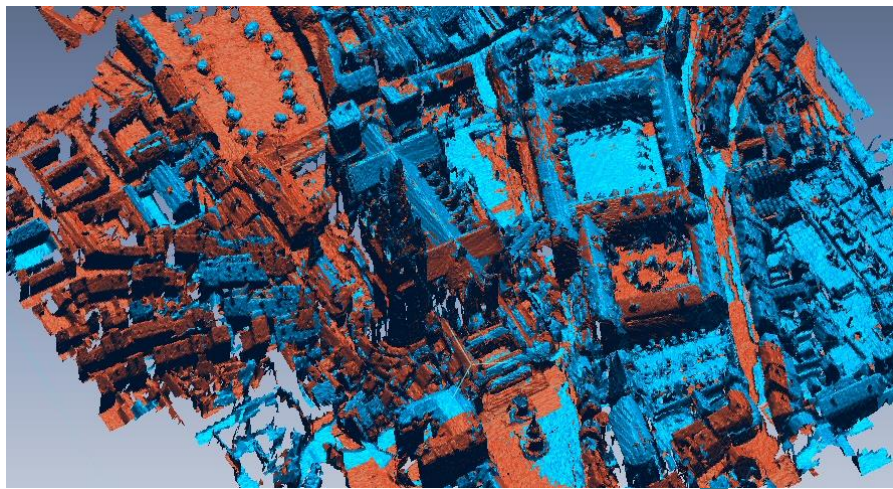
# Virtual Leodium

## ► The scale model

- Building date: 1900 - 1910
- Gustave Ruhl-Hauzeur
- Art Collection of the University of Liege
- Represents the City of Liege around 1730

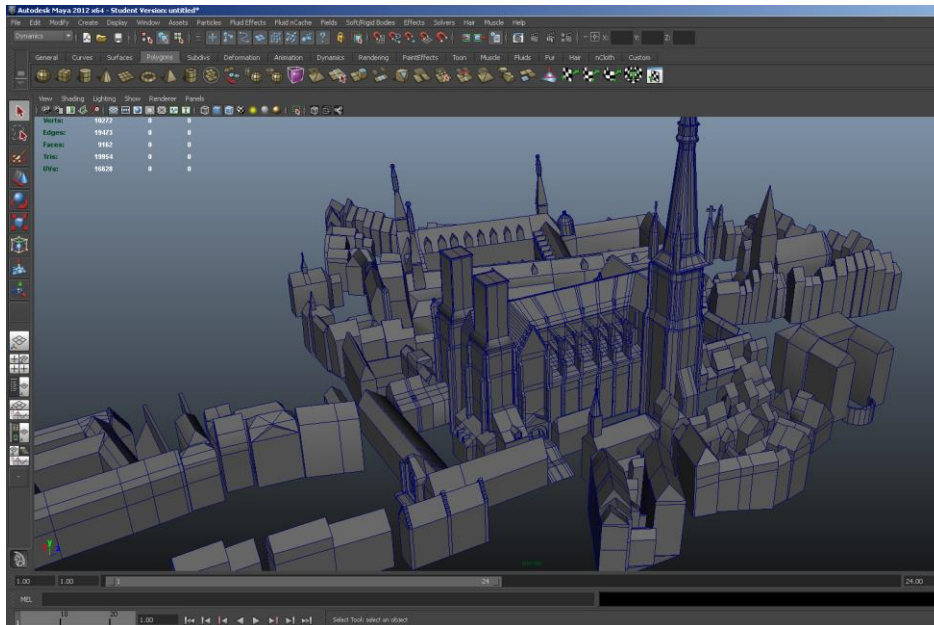
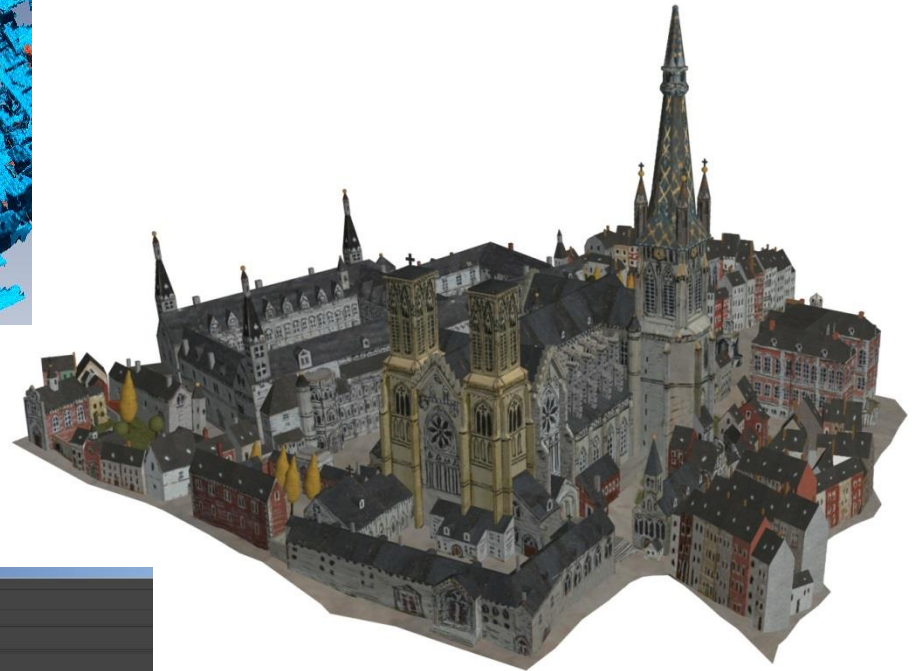






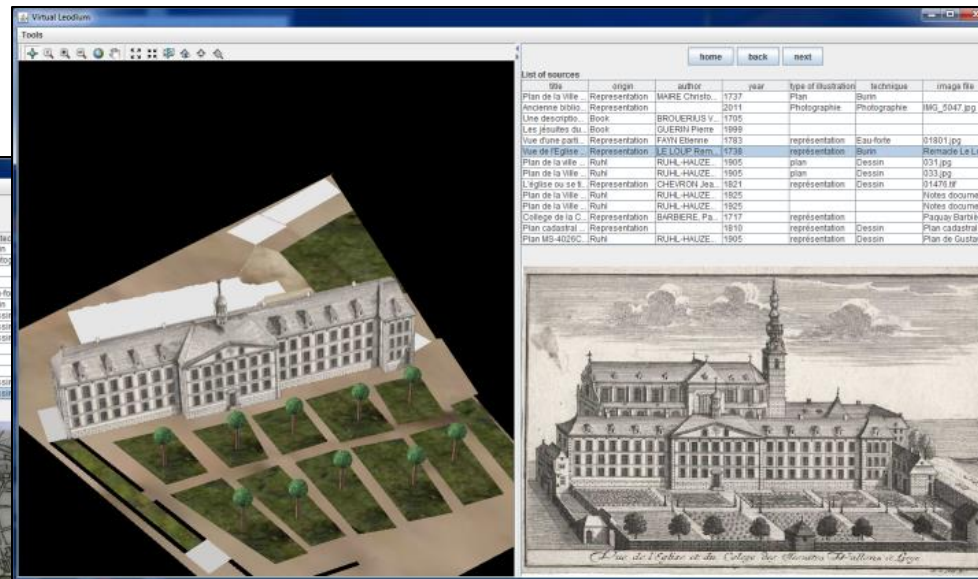
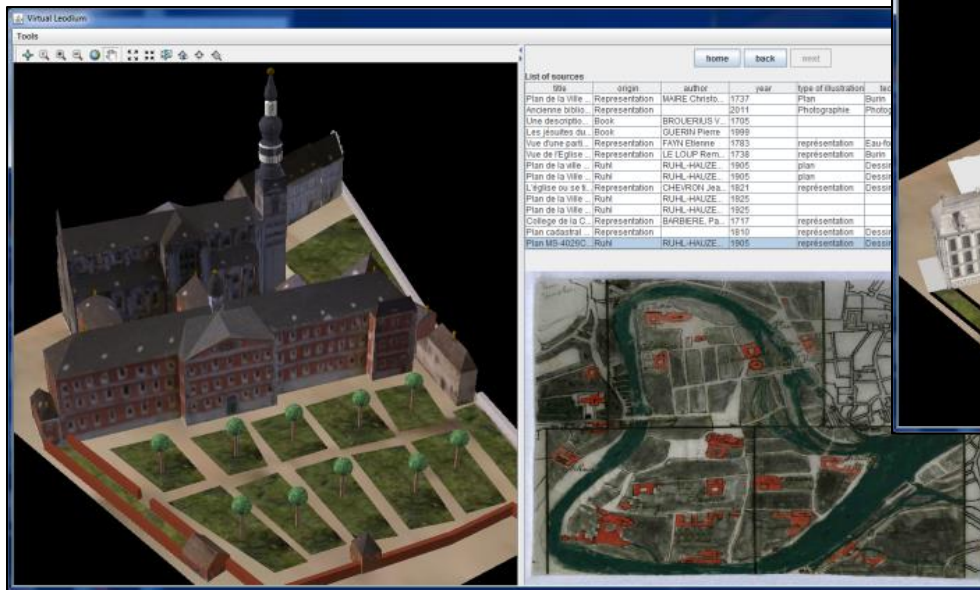
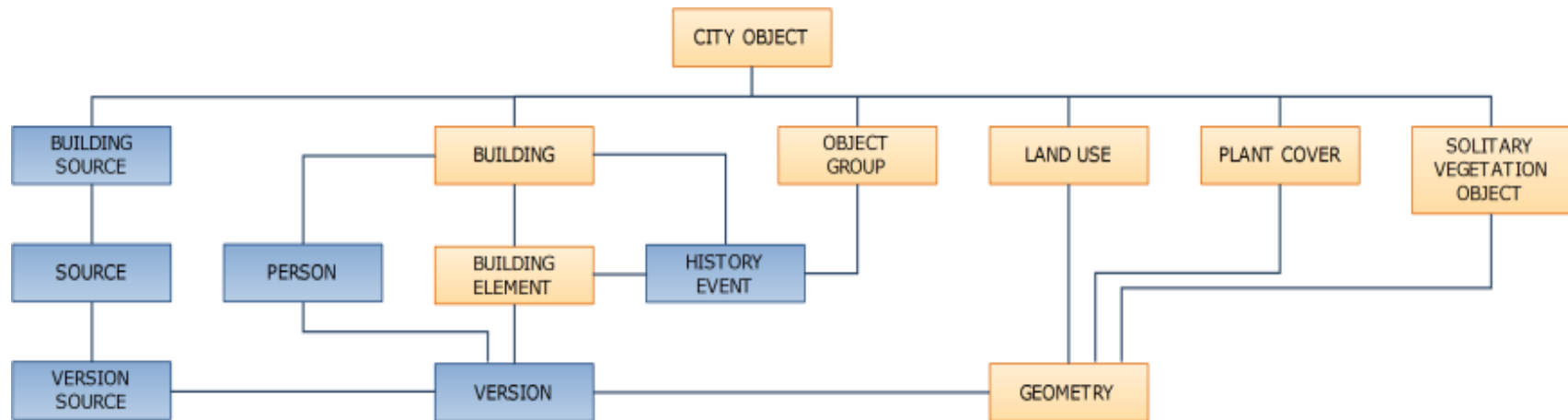
3D scan

3D reconstruction



Texturing

# Information System prototype

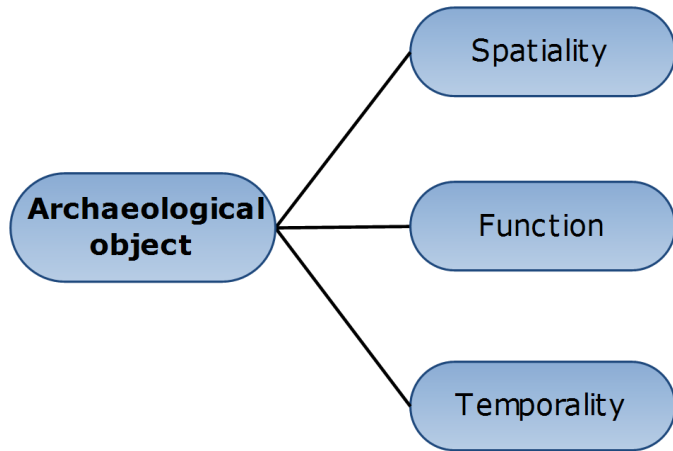




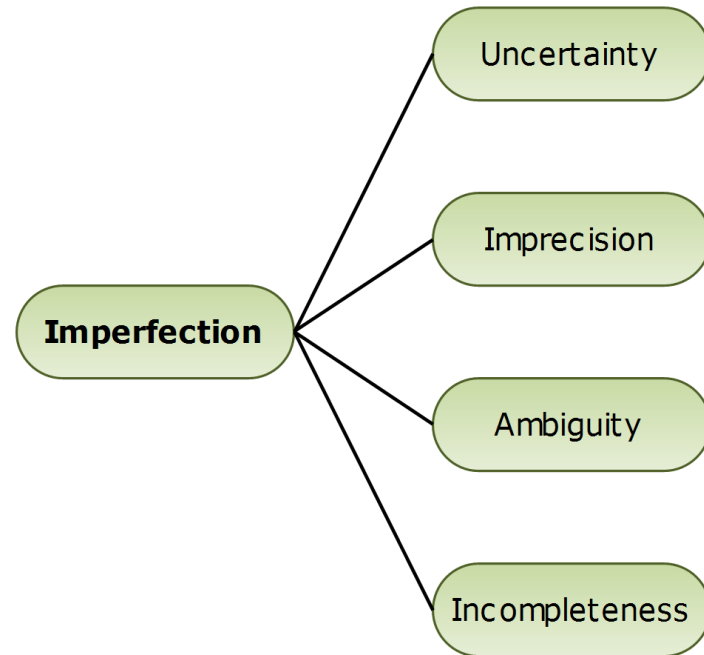
# Archaeological Information System

Archaeological Data

# Peculiarities of archaeological Data



Source : Rodier

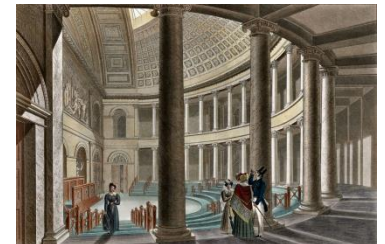
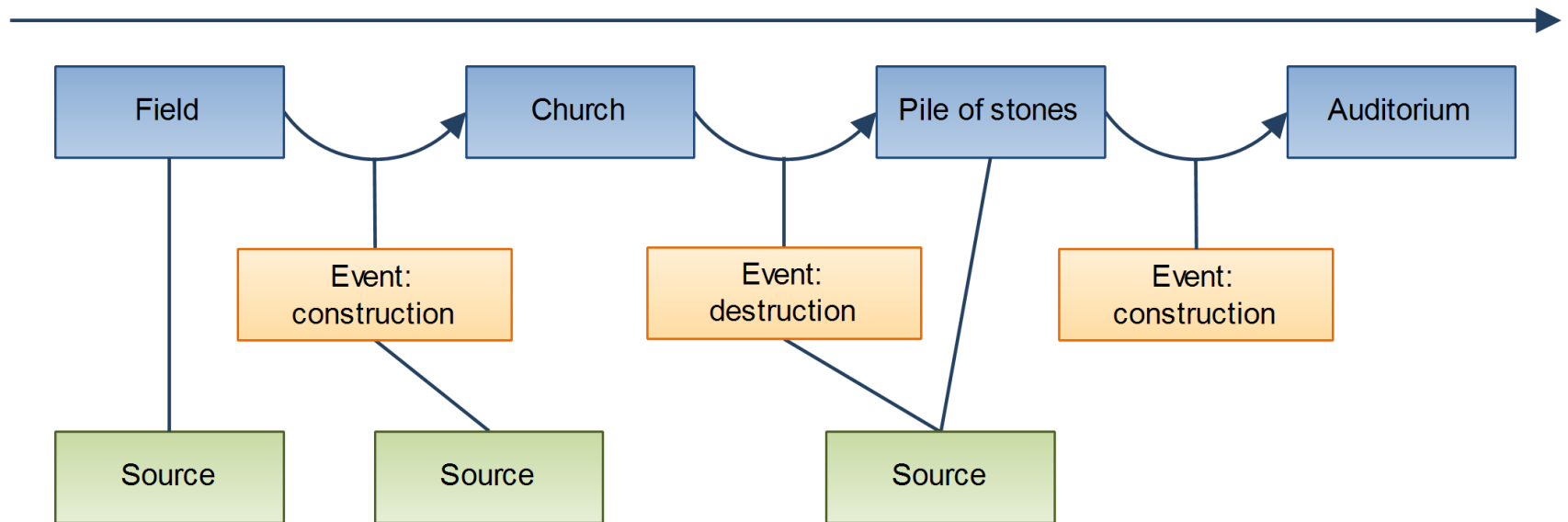


Source : De Runz

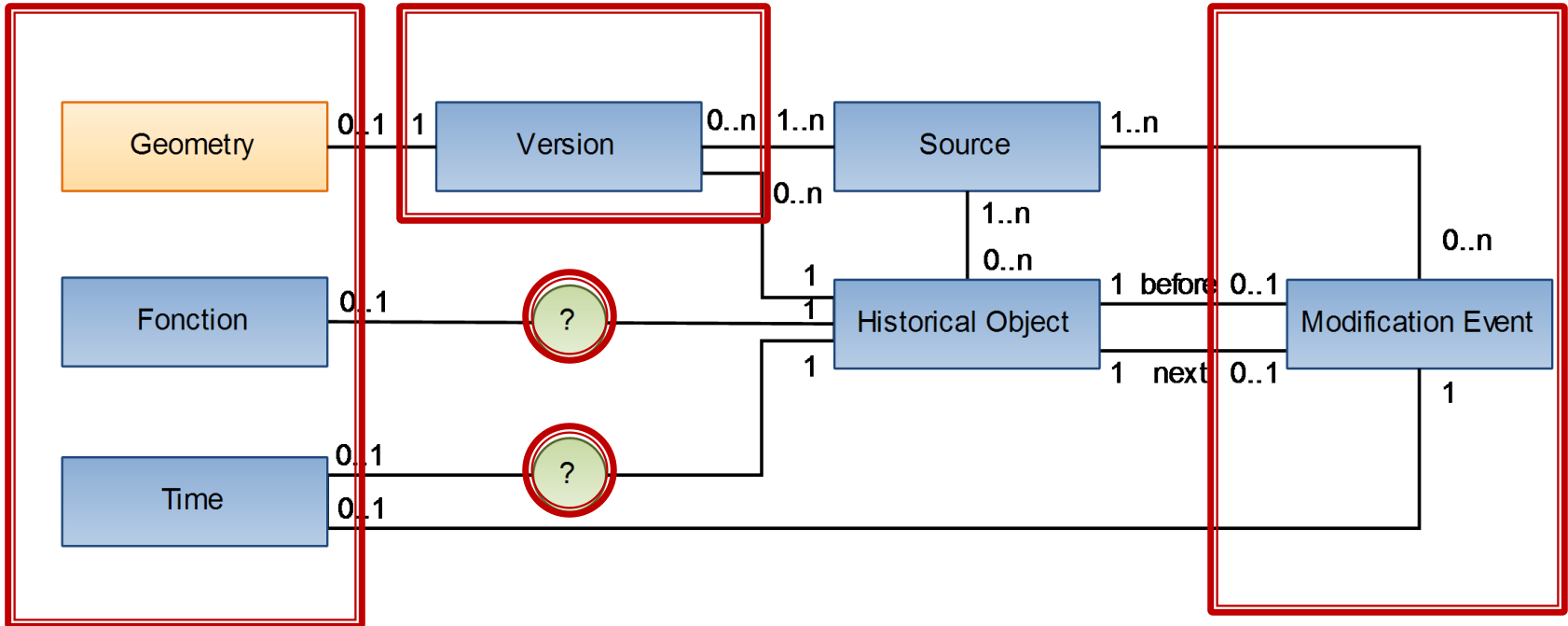


# Event management

Time line



# Archaeological data model



# Virtual Leodium : the remaining modelling challenges

- Object identity
- Event management
- Handling of ambiguity

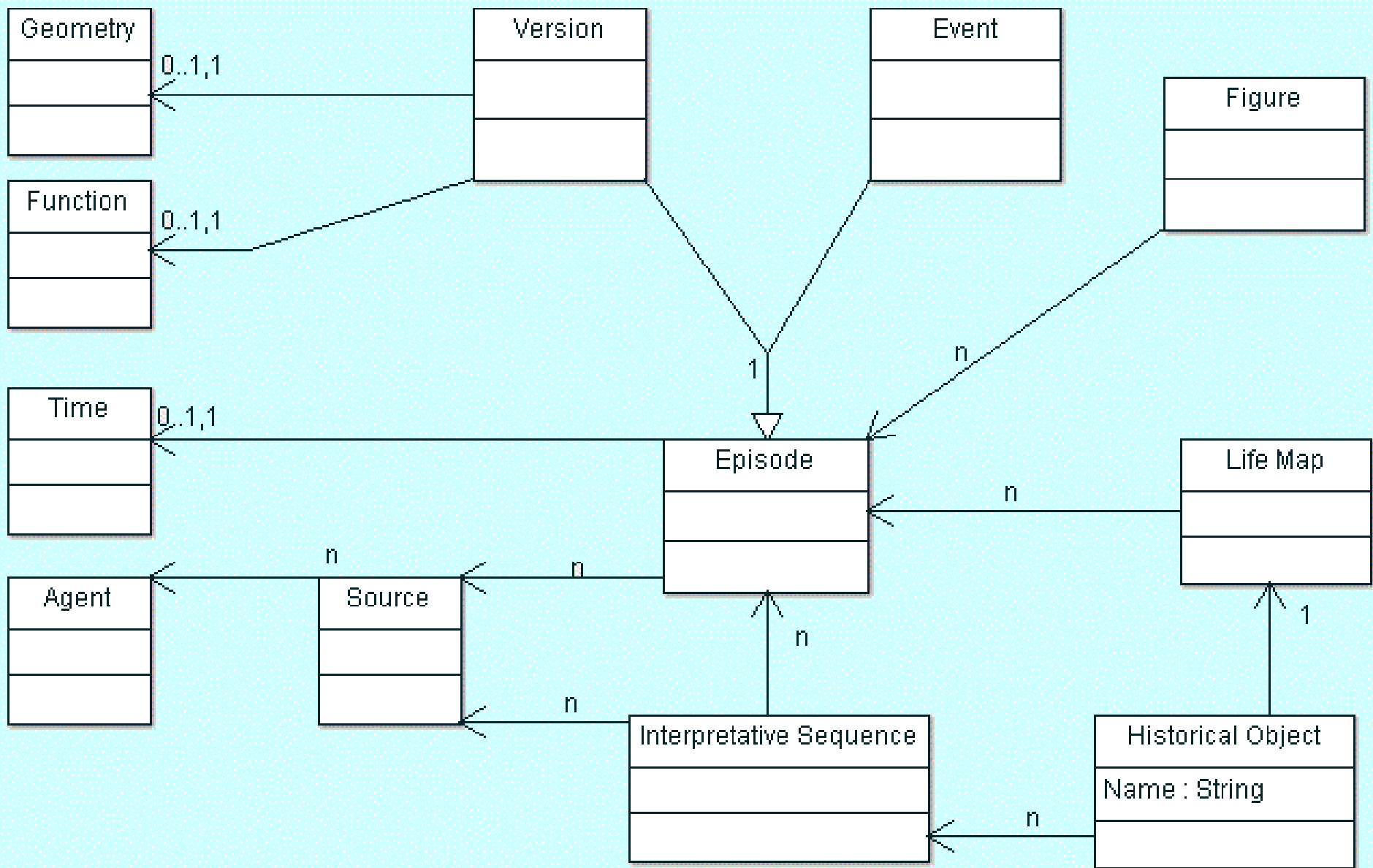


# Latest improvements

## New archaeological core data model

- Class diagram
- History oriented
- New classes



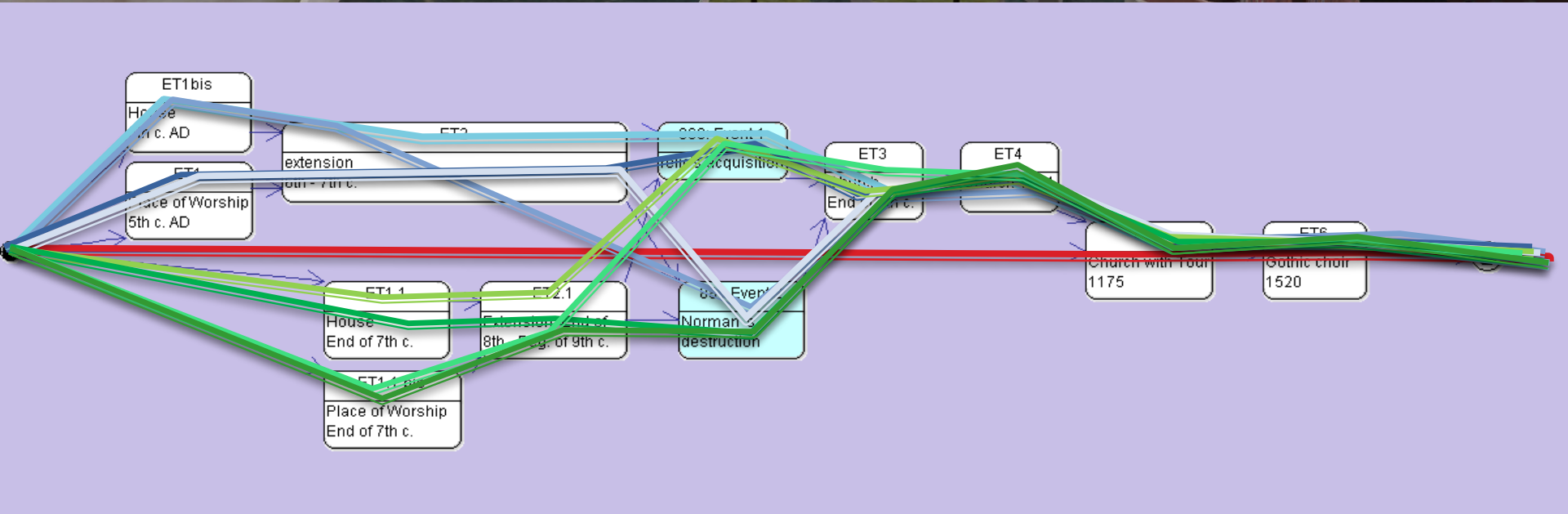




# Case study « The catchement basin of the Weser »

**An illustrative case**

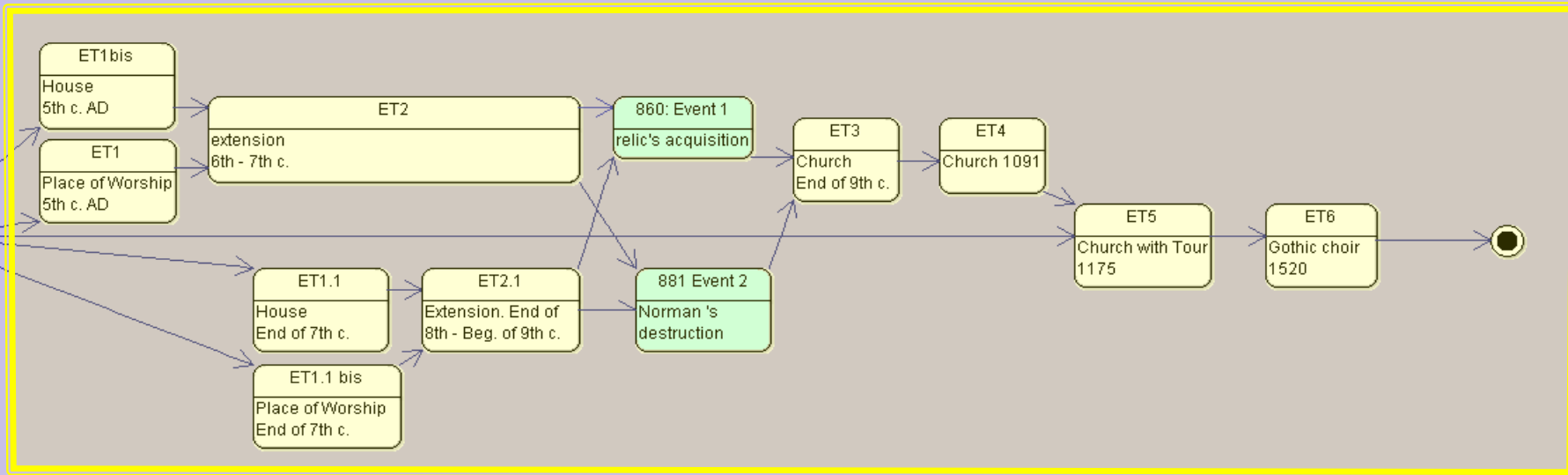
- New case study
- New requirements
- An opportunity to improve the model



Author 1: 1 Interpretative Sequence

Author 2: 4 Interpretative Sequences

Author 3: 4 Interpretative Sequences



1 Historical Object = 1 Life Map





# Conclusions and future developments

Improvements  
Next steps

# Conclusions and future developments

## ► Improvements:

- Version: concept widened
- Creation of new classes: EPISODE, LIFE MAP, AGENT, FIGURE
- History oriented model

## ► Next steps:

- implementation
- Leave proprietary softwares
- Focus on international standards



Thank you for your attention!